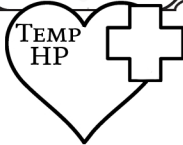
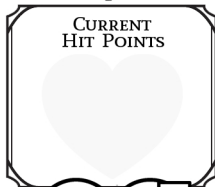


PLAYER NAME



CHARACTER NAME

RACE

CLASS

ALIGNMENT

BACKGROUND

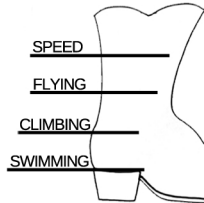
LEVEL EXPERIENCE POINTS CLASS 2

AGE

SEX

HEIGHT

WEIGHT



SPEED

FLYING

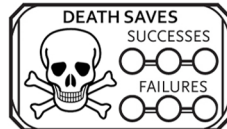
CLIMBING

SWIMMING



PASSIVE PERCEPTION

DARK VISION



DEATH SAVES

SUCCESSES

FAILURES



EXHAUSTION



PROFICIENCY BONUS

HERO POINTS

INSPIRATION

PROFICIENCIES



STRENGTH



DEXTERITY



CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA



HONOR



SANITY

☐ Saving Throws
☐ Athletics

☐ Saving Throws
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

☐ Saving Throws

☐ Saving Throws
☐ Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

☐ Saving Throws
☐ Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☐ Survival

☐ Saving Throws
☐ Deception
☐ Intimidation
☐ Performance
☐ Persuasion

WEAPONS

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME	TYPE	
<input type="text"/>	<input type="text"/>	
RANGE	ATK BONUS	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELL	1	2	3	4	5	6	7	8	9
SLOTS									
KNOWN									
CHARGES									

RACIAL TRAITS

CLASS FEATURES

FEATS

LANGUAGES

POINTS

TOTAL

SPENT POINTS